Amendments to the Claims

Please amend the claims according to the following directions. Please replace all prior versions and listings of claims in this application with the following list of claims:

1. (currently amended) A method for synchronizing parallel texture pipelines, comprising:

   loading an array of state variables for a polygon into an accumulation portion of a plurality of parallel texture pipelines; and then

   simultaneously enabling a processing portion of a number of the parallel texture pipelines, said number corresponding to a number of parallel texture operations indicated by the loaded array of state variables, each of said enabled processing portions to perform one of the number of parallel texture operations for the polygon.

2. (previously amended) The method of claim 1, wherein the loading further comprises for each parallel texture pipeline:

   receiving the array of state variables in an accumulator; and

   transferring the received array of state variables to a latching register.

3. (previously amended) The method of claim 2, wherein the transferring is performed substantially simultaneously for each parallel texture pipeline, prior to the enabling.

4. (previously amended) The method of claim 1, further comprising disabling the processing portions of the remaining non-enabled parallel texture pipelines.

5. (previously amended) The method of claim 4, further comprising removing power to the disabled processing portions.

6-20. (cancelled).